

## D&D Fight Club

# Kulimvorith, Ancient Blue Dragon

By Robert Wiese



## Design Notes

This month, the third D&D Icons really big miniature figure comes out, the Gargantuan Blue Dragon. Herein you will find three versions of an ancient blue dragon, the youngest blue dragon that is Gargantuan in size. I could have made older ones, but very few people need monsters with Challenge Ratings above 30. As usual for these old and powerful dragons, liberal use has been made of the [Draconomicon](#) and the [Spell Compendium](#). The dragon's hoard is given in total gp value, so that you can put in things that suit your campaign. You can always default to giving your PCs 100 times the gp value in copper coins, and watch them try to convert that to a manageable treasure. However, placing items is probably more fun for the players.



Kulimvorith is a somewhat rare kind of dragon, in that he builds his hoard by stealing the hoards of other dragons. He does raid humanoid settlements, but only for food. He relies on other dragons to do the work of stealing valuables from the weaker races. Thus, his hoard is full of things garnered from the hoards of other dragons. You can easily populate his hoard by taking the items from other published hoards.

Kulimvorith is a shrewd and cunning dragon, and he has a history of working with other dragons and then stabbing them in the back at the best opportunity. He has also formed his own groups of dragons, and these groups have been very effective in raiding for the group's advancement. Eventually these groups are attacked and broken up by adventurers, but Kulimvorith has always made sure that other dragons in the group are the primary focus of the wrath of adventurers. Now he is a loner, and he rarely attacks humanoids unless he is hungry and cannot catch wild food. Cattle are so convenient for an emergency meal, and by not attacking very often he has avoided a determined effort to find and eradicate him. In the area where he lives, he has a reputation for knowledge and almost beneficence that is completely undeserved. He is not beneficent at all, and he does not waste his time accumulating a lot of useless knowledge.

Kulimvorith is about 83 feet long in total, and he weighs about 155,000 pounds. One wonders how creatures this large fly, but his wingspan is impressive at 77 feet.

## Kulimvorith, the Blue Dragon

This version of Kulimvorith buffs himself with bite of the weretiger, ray deflection, arcane sight, and false life before going into combat, and he saves some spells for cure critical wounds and cure light wounds. He teleports away from foes to cast his preparatory spells, if needed. He uses feeblemind and wrack to soften up spellcasters and fighters (respectively), and mixes other spells with melee for best effect. He always has greater mage armor active, giving him an AC of 44.

## Kulimvorith, Male Ancient Blue Dragon CR 21

**LE Gargantuan dragon (earth)**

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +43, Spot +43

**Aura** frightful presence

**Languages** Common, Draconic, Dwarven, Elven, Gnome, Ignan

**AC** 38, touch 6, **flat-footed** 38 (-4 size, +0 Dex, +32 natural)

**hp** 445 (33 **HD**); **DR** 15/magic

**Immune** electricity, paralysis, sleep

**SR** 27

**Fort** +25, **Ref** +18, **Will** +23

**Speed** 40 ft. (8 **squares**), burrow 20 ft., fly 200 ft. (clumsy); Hover, Wingover

**Melee** bite +41 (4d6+12) and

2 claws each +36 (4d6+6) and

2 wings each +36 (2d6+6) and

tail slap +36 (2d8+18)

**Base Atk** +33; **Grp** +57

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Atk Options** Cleave, Extend Spell, Flyby Attack, Maximize Breath, Power Attack, Snatch, Tempest Breath, breath weapon, crush, tail sweep

**Sorcerer Spells Known** (CL 13th):

**6th** (4/day) -- *bite of the weretiger\**, *greater dispel magic*

**5th** (7/day) -- *feeblemind* (DC 20), *teleport*, *wrack\** (DC 20)

**4th** (7/day) -- *cure critical wounds* (DC 19), *greater invisibility*, *ray deflection\**, *stoneskin*

**3rd** (7/day) -- *arcane sight*, *dragonskin\**, *greater mage armor\**, *protection from energy*

**2nd** (7/day) -- *false life*, *scorching ray* (+29 ranged touch), *greater slide\** (DC 17), *Tasha's hideous laughter* (DC 17), *web* (DC 17)

**1st** (8/day) -- *backbiter\** (DC 16), *cure light wounds* (DC 16), *divine favor*, *expeditious retreat*, *shield*

**0** (9/day) -- *arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *mending*, *prestidigitation*, *read magic*, *stick\** (DC 15)

\* *Spell Compendium* spells

**Spell-Like Abilities** (CL 13th):

3/day -- *ventriloquism* (DC 16)

1/day -- *create/destroy water*, *hallucinatory terrain* (DC 17), *veil* (DC 21)

**Abilities** **Str** 35, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

**SQ** frightful presence, sound imitation

**Feats** Blind-Fight, Cleave, Extend Spell, Flyby Attack, Hover, Improved Natural Attack (claw), Maximize Breath, Power Attack, Recover Breath, Snatch, Tempest Breath, Wingover

**Skills** Bluff +35, Concentration +32, Diplomacy +38, Disguise +5 (+9 acting), Escape Artist +36, Hide +24, Intimidate +9, Jump +16 Knowledge (arcana) +25, Knowledge (nature) +20, Listen +43, Search +41, Sense Motive +41, Spellcraft +36 (+40 deciphering scrolls), Spot +43, Survival +5 (+9 following tracks, +7 in

aboveground natural environments), Swim +12, Use Magic Device +41 (+45 scrolls), Use Rope +0 (+4 bindings)  
**Possessions** hoard valued at 300,000 gp

**Frightful Presence (Ex)** Kulimvorith can inspire terror by charging, attacking, or flying overhead. Creatures within 300 feet of the dragon that have 33 HD or fewer must attempt a DC 31 Will save. Success indicates that the target is immune to Kulimvorith's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

**Breath Weapon (Su)** 120-foot line, once every 1d4 rounds, damage 20d8 electricity, Reflex DC 33 half.

**Crush (Ex)** Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 33 Reflex save or be pinned.

**Tail Sweep (Ex)** Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+18 points of bludgeoning damage (Reflex DC 33 half).

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## Kulimvorith as a Budding Unholy Ravager of Tiamat

He likes to switch his 8th-level spell *summon monster VIII* to cast *mass inflict critical wounds* on all his foes that gather round him for melee, or whom he can fly over. While he doesn't prepare *death pact* (8th-level cleric spell), he may have one active at your discretion.

### Kulimvorith, Ancient Blue Dragon CR 24

Male cleric 1/unholy ravager of Tiamat 3

LE Gargantuan dragon (earth)

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +44, Spot +44

**Aura** despair, frightful presence

**Languages** Common, Draconic, Dwarven, Elven, Gnome, Ignan

**AC** 38, touch 6, flat-footed 38 (-4 size, +0 Dex, +32 natural)

**hp** 496 (37 HD); DR 15/magic

**Immune** electricity, paralysis, sleep

**SR** 27

**Fort** +30, **Ref** +19, **Will** +29

**Speed** 40 ft. (8 squares), burrow 20 ft., fly 200 ft. (clumsy); Hover, Wingover

**Melee** bite +44 (4d6+12) and

2 claws each +39 (4d6+6) and

2 wings each +39 (2d6+6) and

tail slap +39 (2d8+18)

**Base Atk** +36; **Grp** +60

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Atk Options** Cleave, Extend Spell, Flyby Attack, Maximize Breath, Power Attack, Snatch, Tempest Breath, breath weapon, crush, tail sweep, Destruction domain (smite 1/day, +4 attack, +4 damage)

**Special Actions** breath weapon substitution

**Cleric Spells Prepared** (CL 16th):

**8th** -- *earthquake*[D], *greater spell immunity*, *summon monster VIII*

**7th** -- *blasphemy* (DC 23), *blood to water*\* (DC 23), *disintegrate*[D] (+32 ranged touch, DC 23), *repulsion* (DC 23)

**6th** -- *greater dispel magic* (2), *harm*[D] (DC 22), *heal* (2)(DC 22)

**5th** -- *flame strike* (DC 21), *mass inflict light wounds*[D] (DC 21), *righteous might*, *true seeing*, *wall of stone* (2) (DC 21)

**4th** -- *cure critical wounds* (DC 20), *confusion*[D] (DC 20), *freedom of movement*, *panacea*\* (DC 20), *spell immunity*, *wrack*\* (DC 20)

**3rd** -- *bestow curse* (+44 melee touch, DC 19), *cure serious wounds*, *invisibility purge*, *magic circle against good*, *nondetection*[D] (caster level check DC 27), *protection from energy*, *wind wall*

**2nd** -- *aid*, *cure moderate wounds* (2)(DC 18), *death knell* (2)(DC 18), *eagle's splendor*, *invisibility*[D], *lesser restoration*

**1st** -- *cure light wounds* (3)(DC 17), *divine favor*, *inflict light wounds*[D] (DC 17), *nightshield*\*, *shield of faith* (2)

**0** -- *cure minor wounds* (DC 16), *detect magic* (2), *guidance*, *read magic*, *resistance*

\* *Spell Compendium* spells

[D]: Domain spell. Deity: Tiamat. Domains: Destruction, Trickery.

Spell-Like Abilities (CL 16th):

3/day -- *ventriloquism* (DC 16)

1/day -- *create/destroy water*, *hallucinatory terrain* (DC 17), *veil* (DC 21)

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**Abilities** Str 35, Dex 10, Con 25, Int 20, Wis 22, Cha 20

**SQ** sound imitation

**Feats** Blind-Fight, Cleave, Extend Spell, Flyby Attack, Hover, Improved Natural Attack (claw), Maximize Breath, Power Attack, Recover Breath, Snatch, Spellcasting Harrier, Tempest Breath, Wingover

**Skills** Appraise +6, Bluff +35, Concentration +34, Diplomacy +38, Disguise +5 (+9 acting), Escape Artist +37, Hide +24, Intimidate +14, Jump +18, Knowledge (arcana) +28, Knowledge (history) +6, Knowledge (nature) +20, Knowledge (religion) +8, Knowledge (the planes) +6, Listen +44, Search +41, Sense Motive +42, Spellcraft +38 (+42 deciphering scrolls), Spot +44, Survival +9 (+13 following tracks, +11 in aboveground natural environments), Swim +14, Use Magic Device +41 (+45 scrolls), Use Rope +0 (+4 bindings)

**Possessions** hoard valued at 313,000 gp

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**Aura of Despair (Ex)** In addition to the fear effect, creatures within the radius of the dragon's frightful presence take a -2 penalty on all saving throws. This penalty is applied before creatures roll their saving throws against the frightful presence effect itself. There is no saving throw to avoid this penalty.

**Frightful Presence (Ex)** Kulimvorith can inspire terror by charging, attacking, or flying overhead. Creatures within 300 feet of the dragon that have 37 HD or fewer must attempt a DC 31 Will save. Success indicates that the target is immune to Kulimvorith's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

**Breath Weapon (Su)** 120-foot line, once every 1d4 rounds, damage 20d8 electricity, Reflex DC 33 half.

**Crush (Ex)** Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 33 Reflex save or be pinned.

**Tail Sweep (Ex)** Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+18 points of bludgeoning damage (Reflex DC 33 half).

**Breath Weapon Substitution (Sp)** A 2nd-level unholy ravager of Tiamat can use *breath weapon substitution* (see *Spell Compendium*, page 39) at will. However, using this ability increases the number of rounds the dragon must wait before using its breath weapon again by 1 round, as if it were using a metabreath feat.

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## Kulimvorith as an Experienced Unholy Ravager of Tiamat

At this level of power, Kulimvorith likes to fly high and soften up his foes with the powers Tiamat grants him before joining melee. Thus, he makes flyby attack passes with *disintegrate*, *blasphemy*, *energy drain*, *implosion*, and *blood to water*. In melee, he likes to mix his profane blast (used before his normal breath weapon) with *bestow curse*, *flame strike*, *blade barrier* (usually used to contain a foe), *wall of stone* (used for the same purpose), and *wrack*. Prior to engaging, he buffs himself with *repulsion*, *greater spell immunity* (especially to spells targeted at dragon breath weapons), *true seeing*, *freedom of movement*, *shield of faith*, *nightshield*, and whatever else seems appropriate. If he can maintain distance from his foes, he'll summon something to help. He cannot teleport, so he must be on the lookout all the time and not be surprised. He keeps *nondetection* active all but 4 hours in the dead of night.

### Kulimvorith, Ancient Blue Dragon CR 28

Male cleric 1/unholy ravager of Tiamat 7

LE Gargantuan dragon (earth)

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +46 Spot +46

**Aura** despair, frightful presence

**Languages** Common, Draconic, Dwarven, Elven, Gnome, Ignan

**AC** 38, touch 6, flat-footed 38 (-4 size, +0 Dex, +32 natural)

**hp** 591 (41 HD); DR 15/magic

**Immune** electricity, paralysis, sleep

**SR** 27

**Fort** +33, **Ref** +20, **Will** +31

**Speed** 40 ft. (8 squares), burrow 20 ft., fly 200 ft. (clumsy); Hover, Power Climb, Wingover **Melee** bite +48 (4d6 +12) and

2 claws each +43 (4d6+6) and

2 wings each +43 (2d6+6) and

tail slap +43 (2d8+18)

**Base Atk** +40; **Grp** +64

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Atk Options** Cleave, Extend Spell, Flyby Attack, Maximize Breath, Power Attack, Snatch, Tempest Breath, breath weapon, crush, tail sweep, Destruction domain (smite 1/day, +4 attack, +4 damage), profane blast

**Special Actions** breath weapon substitution

**Cleric Spells Prepared** (CL 20th):

**9th** -- *energy drain* (+36 ranged touch), *hunters of Hades\**, *implosion* (DC 25), *miracle*, *time stop*[D]

**8th** -- *earthquake*[D], *fire storm* (DC 24), *greater spell immunity*, *heat drain\** (DC 24), *summon monster VIII*

**7th** -- *blasphemy* (DC 23), *blood to water\** (DC 23), *disintegrate*[D] (+36 ranged touch, DC 23), *repulsion* (DC 23)

**6th** -- *blade barrier* (DC 22), *greater dispel magic* (2), *harm*[D] (DC 22), *heal* (2)(DC 22)

**5th** -- *flame strike* (2)(DC 21), *mass inflict light wounds*[D] (DC 21), *righteous might*, *true seeing*, *wall of stone* (2)(DC 21)

**4th** -- *cure critical wounds* (DC 20), *confusion*[D] (DC 20), *freedom of movement*, *panacea\** (DC 20), *spell immunity*, *wrack\** (DC 20)

**3rd** -- *bestow curse* (+48 melee touch, DC 19), *cure serious wounds*, *invisibility purge*, *magic circle against good*, *nondetection*[D] (caster level check DC 27), *protection from energy*, *wind wall*

**2nd** -- *aid*, *cure moderate wounds* (2)(DC 18), *death knell* (2)(DC 18), *eagle's splendor*, *invisibility*[D], *lesser restoration*

**1st** -- *cure light wounds* (3)(DC 17), *divine favor*, *inflict light wounds*[D] (DC 17), *nightshield\**, *shield of faith* (2)

**0** -- *cure minor wounds* (DC 16), *detect magic* (2), *guidance*, *read magic*, *resistance*

\* *Spell Compendium* spells

[D]: Domain spell. Deity: Tiamat. Domains: Destruction, Trickery.

**Spell-Like Abilities** (CL 20th):

3/day -- *ventriloquism* (DC 16)

1/day -- *create/destroy water*, *hallucinatory terrain* (DC 17), *veil* (DC 21)

**Abilities** Str 35, Dex 10, Con 26, Int 20, Wis 22, Cha 20

**SQ** sound imitation

**Feats** Blind-Fight, Cleave, Extend Spell, Flyby Attack, Hover, Improved Natural Attack (claw), Maximize Breath, Power Attack, Power Climb, Recover Breath, Snatch, Spellcasting Harrier, Tempest Breath, Wingover

**Skills** Appraise +6, Bluff +35, Concentration +39, Diplomacy +38, Disguise +5 (+9 acting), Escape Artist +37, Hide +24, Intimidate +18, Jump +18, Knowledge (arcana) +32, Knowledge (history) +6, Knowledge (nature) +22, Knowledge (religion) +8, Knowledge (the planes) +6, Listen +46, Search +41, Sense Motive +42, Spellcraft +44 (+48 deciphering scrolls), Spot +46, Survival +13 (+17 following tracks, +15 in aboveground natural environments), Swim +14, Use Magic Device +41 (+45 scrolls), Use Rope +0 (+4 bindings)

**Possessions** hoard valued at 328,000 gp

**Aura of Despair (Ex)** In addition to the fear effect, creatures within the radius of the dragon's frightful presence take a - penalty on all saving throws. This penalty is applied before creatures roll their saving throws against the frightful presence effect itself. There is no saving throw to avoid this penalty.

**Frightful Presence (Ex)** Kulimvorith can inspire terror by charging, attacking, or flying overhead. Creatures within 300 feet of the dragon that have 41 HD or fewer must attempt a DC 31 Will save. Success indicates that the target is immune to Kulimvorith's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

**Breath Weapon (Su)** 120-foot line, once every 1d4 rounds, damage 20d8 electricity, Reflex DC 33 half.

**Crush (Ex)** Area 20 ft. by 20 ft.; Medium or smaller opponents take 4d6+18 points of bludgeoning damage, and must succeed on a DC 33 Reflex save or be pinned.

**Tail Sweep (Ex)** Half-circle 30 ft. in diameter; Small or smaller opponents take 2d6+18 points of bludgeoning damage (Reflex DC 33 half).

**Breath Weapon Substitution (Sp)** A 2nd-level unholy ravager of Tiamat can use *breath weapon substitution* (see *Spell Compendium*, page 39) at will. However, using this ability increases the number of rounds the dragon must wait before using its breath weapon again by 1 round, as if it were using a metabreath feat.

**Profane Blast (Ex)** Ray attack 3/day from mouth (+29 ranged touch), range 680 ft., 20d12 points of profane energy damage, and use counts as a breath weapon use. Kulimvorith can target creatures behind a *wall of force*, *prismatic wall*, or *prismatic sphere* with its profane blast. He makes a special dispel check (+27) against a DC of 11 + the effect's caster level. If this check is successful, the effect is instantly negated (all layers in a prismatic effect are destroyed, or a wall of force is destroyed) and the ray goes on to strike the intended target (if the ranged touch attack roll is successful). A profane blast is stopped normally by a sacred warder of Bahamut's sacred shield.

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## Additional Feats



These feats are not presented in the *Player's Handbook* or *Monster Manual*, so here are a few summaries about each one.

**Maximize Breath** (from *Draconomicon*): If you use your breath weapon as a full-round action, all variable, numeric effects of the attack are maximized. A maximized breath weapon deals maximum damage, lasts for the maximum time, or the like. The DCs for saving throws against your breath weapon are not affected. When you use this feat, add +3 to the number of rounds you must wait before using your breath weapon again.

**Power Climb** (from *Draconomicon*): When flying, you can gain altitude and still move your full speed provided you fly in a straight line.

**Recover Breath** (from *Draconomicon*): You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

**Spellcasting Harrier** (from *Draconomicon*): Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 bonus on this attack roll.

**Tempest Breath** (from *Draconomicon*): When you use your breath weapon, in addition to its normal effects, creatures in the area are affected as through struck by wind effects (hurricane winds for a Gargantuan dragon). For the effects of high winds, see Table 3-24 on page 95 of the *Dungeon Master's Guide*. Because your breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6x5 feet). When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

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## About the Author

**Robert Wiese** entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the **Living Greyhawk** and **Living Force** campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

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